



Manhunt



A HeroQuest Campaign by Mike MacDee
Requires Henchmen, various expansion tiles, and Mike's Custom HQ Trove

Stats for Henchmen, Skaven, Black Dwarves, and Giant Wolves

-HENCHMEN-



SCOUT

MOVE 9 :: ATK 2 :: DEF 3 :: BODY 2 :: MIND 3



HALBERDIER

MOVE 6 :: ATK 3 :: DEF 3 :: BODY 2 :: MIND 3

Can attack diagonally and/or up to 2 spaces away.



CROSSBOWMAN

MOVE 6 :: ATK 3 :: DEF 3 :: BODY 2 :: MIND 3

Wields a crossbow.



SWORDSMAN

MOVE 5 :: ATK 4 :: DEF 5 :: BODY 2 :: MIND 3



GIANT WOLF

MOVE 9 :: ATK 6 :: DEF 3 :: BODY 2 :: MIND 1

Can be used as attack hounds for added challenge.

-SKAVEN-



CLANRAT

MOVE 10 :: ATK 2 :: DEF 3 :: BODY 1 :: MIND 4

Can make ranged attacks with a sling for 1 attack die.



RAT OGRE

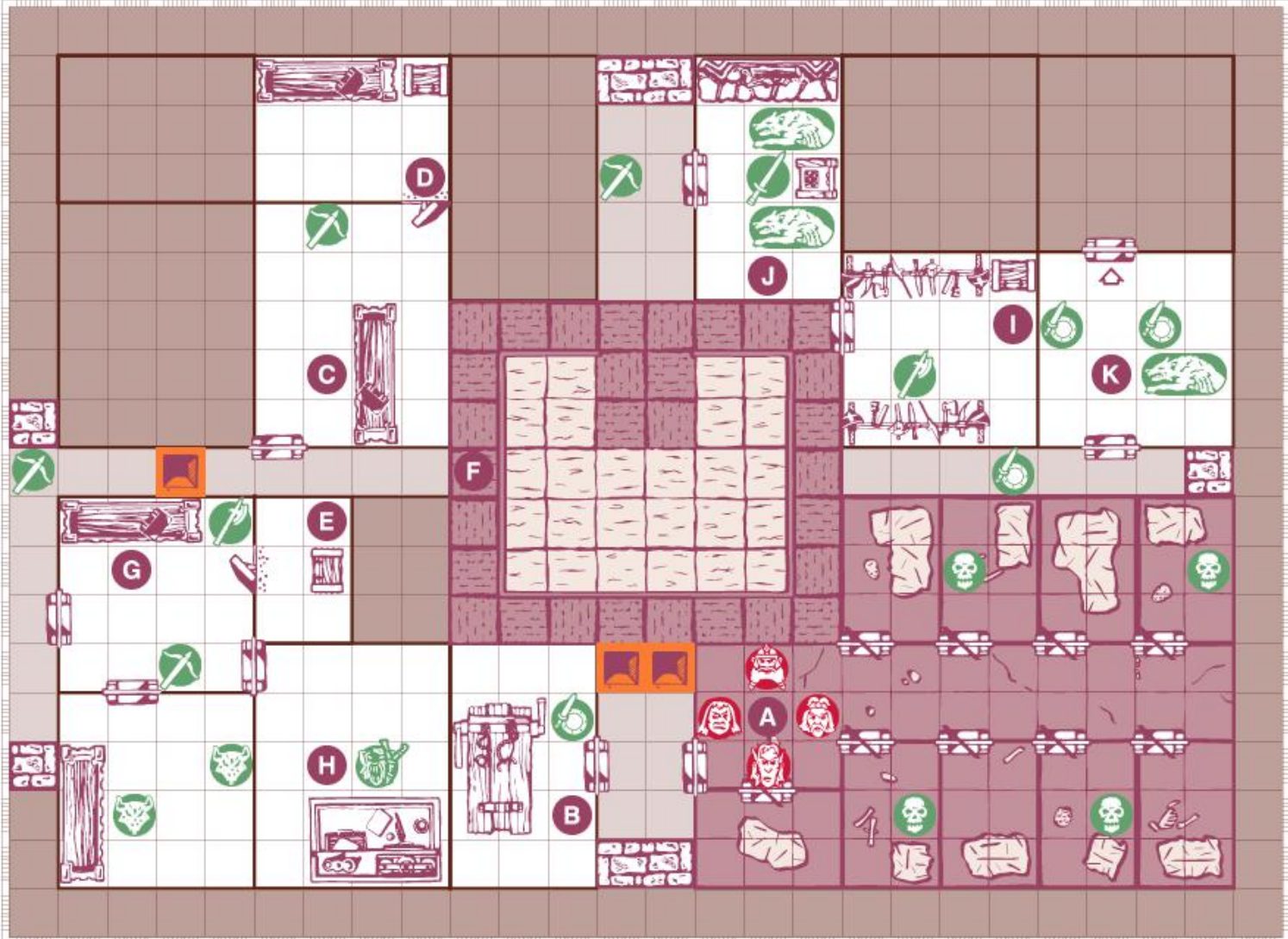
MOVE 8 :: ATK 4 :: DEF 3 :: BODY 3 :: MIND 2



WHITE SEER

MOVE 6 :: ATK 3 :: DEF 3 :: BODY 1 :: MIND 6

Wields 2 random Chaos Spells. As a spell action, may copy 1 random spell card from any enemy magic user in sight, to use immediately or later.



Q U E S T 1

Jailbreak!

While traveling through the eastern mountains with urgent news for the Khalif, your caravan was raided by soldiers of the Ash Mountains. *It could only be Hassan the Cruel*, you muse as you fall unconscious -- a fiendish dictator who has ruled

the desert for decades.

You awaken in a small, dark cell, and after many quiet, patient attempts, you finally manage to unlock the door from the inside. Now you must look for a way out of this terrible place...

NOTES:

The heroes begin the quest unarmed, and fight with the Shipwrecked "unarmed combat" house rules. Everyone rolls 1 white die to attack: Barbarian hits on Skull, Elf/Dwarf on W.Shield, Wizard on B.Shield.

When a scout is killed, the heroes may claim his short sword; halberdiers likewise yield spears when killed. The crossbowmen cannot be looted: their weapons are chained to their belts.

A. The heroes start here, in a cramped jailhouse littered with bones. All of the cells are open, and the bones of Hassan's past victims are beginning to stir...

Wandering Monster: Scout

B. The torture chamber stinks of dried blood, and contains a single scout, who squeals in terror as the heroes emerge from their cell. A search for treasure yields 2 hand axes mounted on a wall rack.

C. A search for secret doors reveals one on the north side of the room, but it won't budge. On the bookcase is a book-shaped lever, which opens the secret door when moved.

D. Searching the chest yields 60 gold pieces, and a helmet and broadsword taken from another unfortunate adventurer. Searching the bookcase yields a Scroll of Magic Aptitude that, when used

before casting, allows the spell to affect an additional target.

E. This is a supply cache. Searching the chest yields a potion of healing worth 1 red die of body points (or a random potion). The first hero to toss the room itself for treasure draws 3 treasure cards and resolves them in order, discarding traps.

F. Crashing waters greet the heroes when they enter this area: the dungeon appears to have been built over an underground river. The water does not block line of sight, but stepping into it will sweep the hero out of the quest to a grisly demise. The heroes should seek a safer mode of escape.

G. Searching the bookcase yields a random potion and a dagger.

H. The white seer carries a keyring that opens all the locked doors in the lair, taken from its corpse after it is slain. There is a healing potion in the desk if it is searched.

I. Searching the armory reveals most of the weapons and armor have been taken, except for a staff and a single shield. The chest contains 2 daggers.

Wandering Monster: Scout

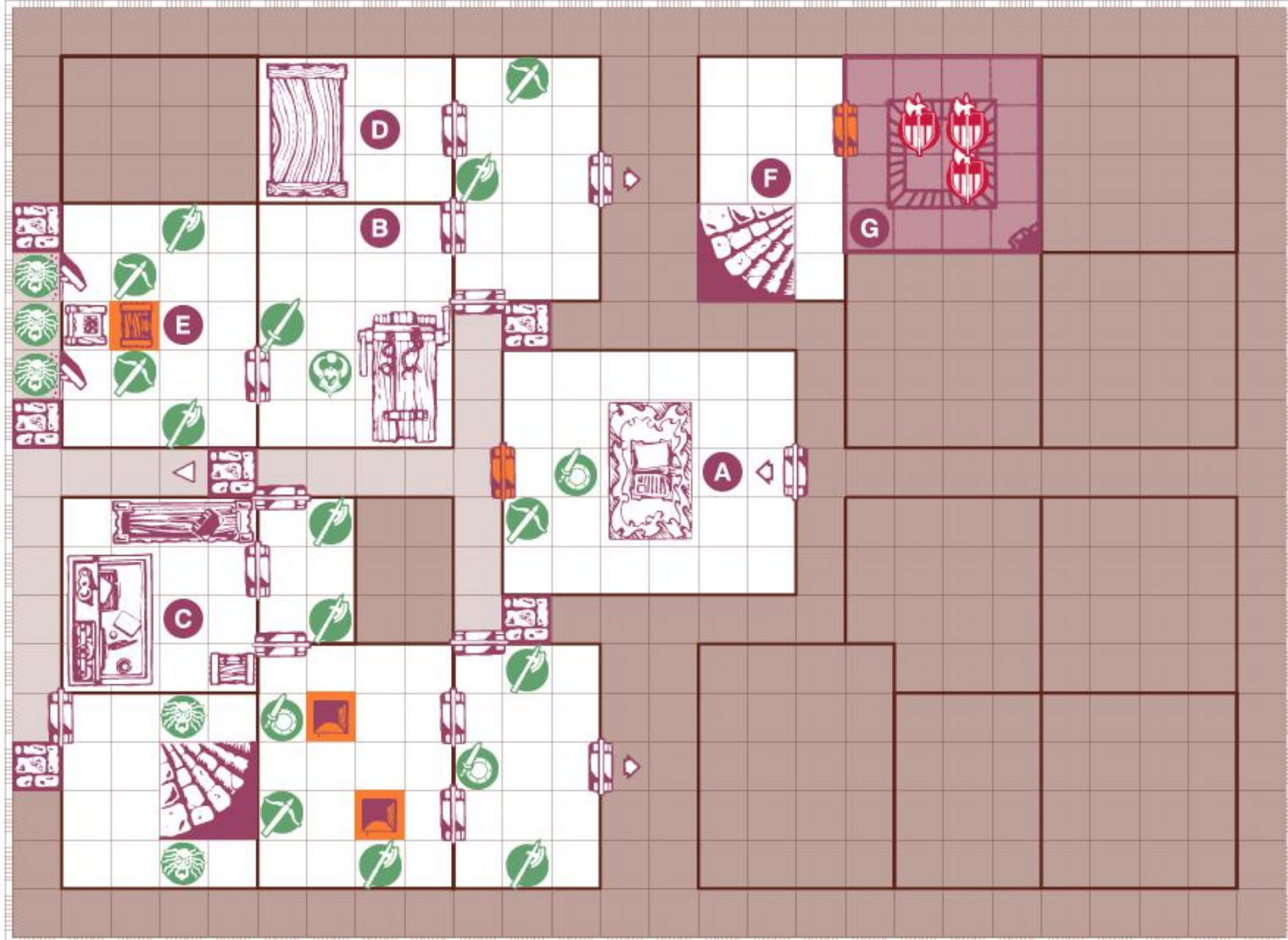
J. The beastly Hassan resides in this room. Seeing you out and about, he curses, insults your mothers, and leaps to his feet to attack. He is carrying a broadsword that can be looted off his corpse when he is slain.

HASSAN THE CRUEL

MOVE 8 :: ATTK 4 :: DEF 4 :: BODY 3 :: MIND 6

Wields the following Chaos Spells: Courage, Earthquake, Wall of Flame.

K. The arrow door leads to freedom, but it is locked. Any hero in possession of the keyring may unlock and open it.



Hell Keep

The stench of corruption hits your stomach the moment you reach the top of the stairs and enter the main floor of Hell Keep, Hassan the Cruel's headquarters. If you ever hope to escape Hassan's men, you will need his map of the Ash

Mountains, else you will wander the desert in endless circles.

The guard laughs when you say you're leaving. The brute behind him doesn't find it so funny, and starts toward you.

NOTES:

The single-arrow exit doors are the entrances to Hell Keep: the heroes may use either of them to escape.

A. The first hero to search for treasure finds 75 gold and a Potion of Defense on the table.

The trapped door triggers an alarm, which opens all doors connected to the central hallway.

The first hero to set foot in the main hallway hears a shrill shriek somewhere to the north.

B. The chaos warrior is torturing a poor woman on the rack, the latest of the bored legionnaires' victims. If this room is revealed in fewer than 10 rounds, she is still alive and rescued when the chaos

warrior is defeated. She thanks the heroes, then says, "Thank you! I am Celia. My brothers are captives as well! The wall at the end of the main hall hides a secret passage when pushed. Please save them, my heroes!" Then she flees the building.

The stone block she speaks of is the one marked with a white arrow, which any hero can push west until it moves clear of the map and reveals the rest of the corridor. Without the woman's help, a search for secret doors in the hallway yields nothing.

C. The first hero to search for treasure finds two Throwing Axes on the desk (worth 2 attack dice) and a strong Potion of Healing in the chest. The

Wandering Monster: Scout

potion allows the drinker to roll 2 red dice and choose the higher result.

D. The first hero to search for treasure finds on the table a fresh leg of lamb and a chalice of wine, each worth 1 body point when consumed; and a Scroll of Courage, which casts the Courage spell when read.

E. The first hero to search for treasure finds the Ash Mountains Map in the chest, along with an amount of gold equal to 4 red dice.

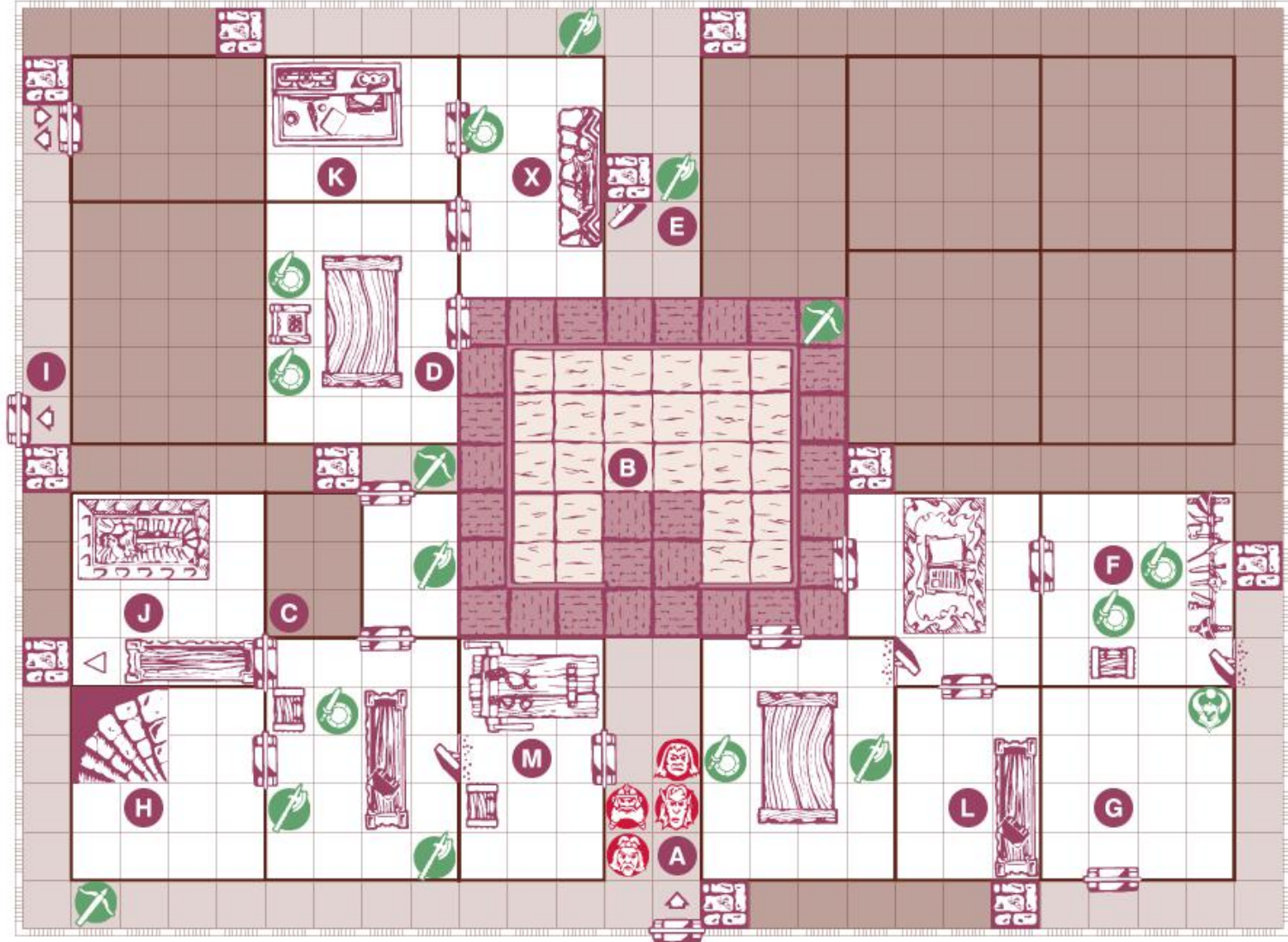
The secret doors in this room only open when the chest trap is triggered, but they can be found with a search for secret doors or traps. The heroes can seal the doors with a successful trap disarm, but they must roll 2 dice without any failures.

F. The door is trapped with a Fear spell, which blasts everyone in the room when the door is opened.

G. The young men-at-arms in the cell are Celia's brothers. When the first hero enters the room, the cell opens, and the men can now be controlled like heroes. They have the same stats as scouts, and defend with white shields.

The heroes are victorious when they escape with the Ash Mountains Map.

Wandering Monster: Scout



Incident at Cirius Hall

Outsmarting Hassan's men already saved your lives; now it may even save the expedition. You heard them speak of Brother Samuel, whose ship sits waiting in a nearby port. The ship will be crawling with Hassan's killers within the hour

unless you get the Ship Charter to the pier within the hour. The charter is here, in Cirius Hall, with a small army of Hassan's men between you.

NOTES:

Inform the heroes that the halls of this map are city roads (except for the one in Area I). On the east half of the board, the dark areas and the board edge are cliffs overlooking the sea. When not inside a building (furnished rooms and such) the heroes can "look" but not move past these dark areas.

The heroes have 25 rounds to find the charter and escape. On Zargon's 26th turn and onward, he rolls 2 white dice and places soldiers at the door in Area A: Halberdier for every skull, Crossbowman for every white shield.

If a hero loses all his body points and is unable to revive himself with potion or spell, he is captured and removed from the board. If this renders the heroes' escape

impossible, they are all captured. See "CAPTURED!" at the end of this Quest for further details.

A. South of the heroes is the gate to Cirius Hall, which will be swarming with bandits in a matter of minutes. The heroes cannot turn back now.

B. The city courtyard features a lovely fountain of crystal springwater. It is knee-deep, however, and treading the water costs 2 movement per step instead of 1.

C. This door is blocked from the other side and cannot be opened. To enter room, heroes must use Pass Through Rock, Genie (to move cupboard and

open door), or remove the door by attacking it (fire spells work, but destroy the room's contents). If they try the latter, inform the heroes that due to the door's sturdiness, any weapon that smashes it down will be rendered useless. The door has 5 body points, 2 defend dice, and defends with white shields.

D. The door to the city council house is locked tight. Unlike the blocked door to the south, this door is too sturdy to bash down.

E. The hero who searches this area for secret doors finds an emergency exit in chimney, which leads to the space marked "X."

F. The first hero to search the storeroom for treasure finds a simple Axe worth 2 combat dice on the weapon rack; and a bottle in the chest, the contents of which varies depending who finds it.

Barbarian = **Potion of Strength**

Dwarf = **Heroic Brew**

Elf = **Potion of Healing**

Wizard = **Potion of Defense**

G. The chaos warrior is a somewhat used suit of armor, mildly rusted from the moist sea air. The

first hero to search for treasure finds nothing, but notices that the armor's gauntlet is clenched in a rusted fist that won't open. Using the Flask of Oil on it will loosen the fingers and reveal a Gilded Key (used in Area K).

H. This stairway leads to the double-arrow door in Area I. Upon entering this room, the heroes notice a pungent sewage stench in the air: this must be the way to the sewer access gate.

I. The single-arrow door is the sewer access gate...and it is sealed shut to keep the sewer folk in. There is a hole where a metal handle must go. Only the hero who carries the Sewer Gate Handle may open the gate.

J. The cupboard can be moved aside 1 space at the cost of the hero's action: the door may then be opened normally. A known fugitive is hiding in this bedroom: he takes one look at the heroes, panics, and flees out the tiny window.

The first hero to search for treasure finds 250 gold and the fugitive's contraband, which varies depending on the hero who loots it.

Barbarian = **Toolkit**

Wandering Monster: Halberdier

Dwarf = Shield

Elf = A satchel with 4 random potions

Wizard = 3 stolen Scrolls of Reinforcement (each restores an exhausted spell when read)

K. The desk drawer is locked tight and bears a gilded keyhole. When unlocked it yields the Ship Charter, a Potion of Healing, and 50 gold.

L. The first hero to search for treasure finds the Sewer Gate Handle on the bookcase.

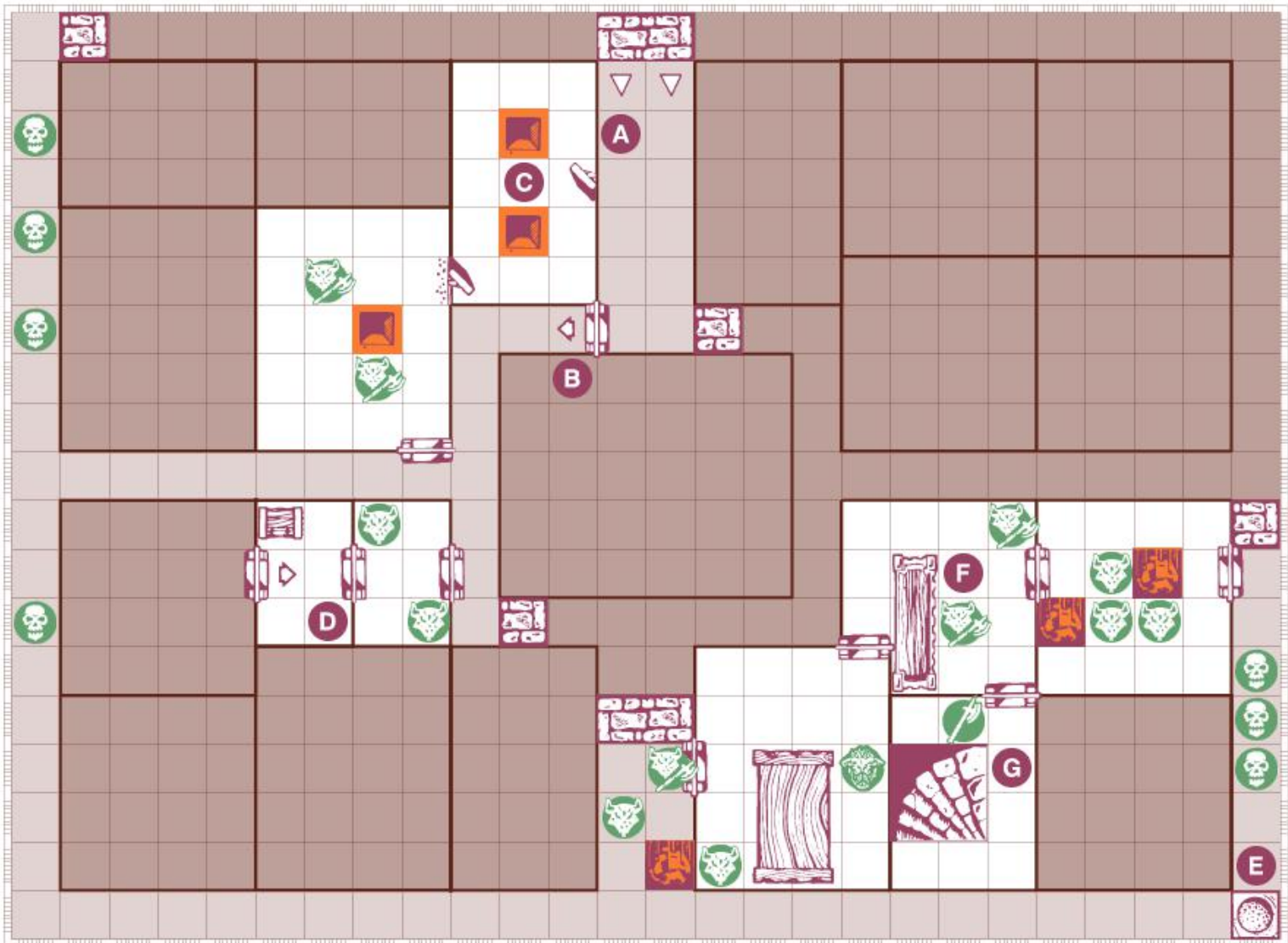
M. The first hero to search for treasure in the carpenter's workshop finds a Flask of Oil on the workbench and a Toolkit in the chest.

The heroes are victorious when they escape through the Sewer Gate, preferably with the Ship Charter.

ARRESTED! Arrested heroes are not killed off: instead the Sheriff's men strip them of their possessions, then throw them to the Mulcher. They start the next Quest in Area A.

The heroes **CANNOT** resupply before the next Quest in either case.

Wandering Monster: Halberdier



Q U E S T 4

The Mulcher

You stand knee-deep in rancid water and sludge. Somewhere within the rank blackness of the tunnels, the Mulcher grinds to life, ready to seamlessly add its prey to the shreds of trash and filth trickling past your knees. To die here in the

city's underbelly is a fate too gruesome to fathom, so you shake it from your thoughts and focus on the task at hand: finding the harbor's sewer access gate.

NOTES:

Heroes who escaped the previous Quest through the sewer access gate begin this Quest in Area D; otherwise they begin in Area A with no possessions. Spellcasters may still wield their spells, unless their class requires a spellcasting item.

Skaven carry Shortswords, which the heroes may loot from any enemy they kill. These weapons are of terrible quality, however, and cannot be sold at the armory.

The monsters on this map will attack heroes *and* Men-At-Arms -- whichever is closer.

A. On Zargon's turn, the Mulcher (the double-block marked with white arrows) attempts to move 1

space south. If a hero stands in its way, he rolls a combat die and stops it from moving if he rolls a white shield. If two heroes are in the way, they both roll. If the heroes fail to stop it from moving, they each take 1 body point of damage; then they move 1 space south, and the Mulcher does the same.

If a hero blocking the Mulcher has nowhere to move, he is crushed and removed from the board.

B. This tunnel gate is sealed when the Mulcher is active, and can be opened one of two ways: either by opening it like a door from the west side, or by bashing it down. The gate rolls 2 dice in defense, defends with white shields, and has 2 body points.

Wandering Monster: Skaven Clanrat

C. The secret door in the Mulcher area is a small, cramped grate only the Dwarf can fit through. The room beyond cannot be "looked" into: it is only revealed when entered by a hero. Once the Mulcher passes the grate, it is sealed off.

D. This room is mostly stocked with dirty tools, but the first hero to search for treasure finds loot among them. If the searcher started in Area A, the treasure consists of a Staff, a Helmet, and two small Potions of Healing worth 2 body points apiece; otherwise all he finds is a Potion of Defense.

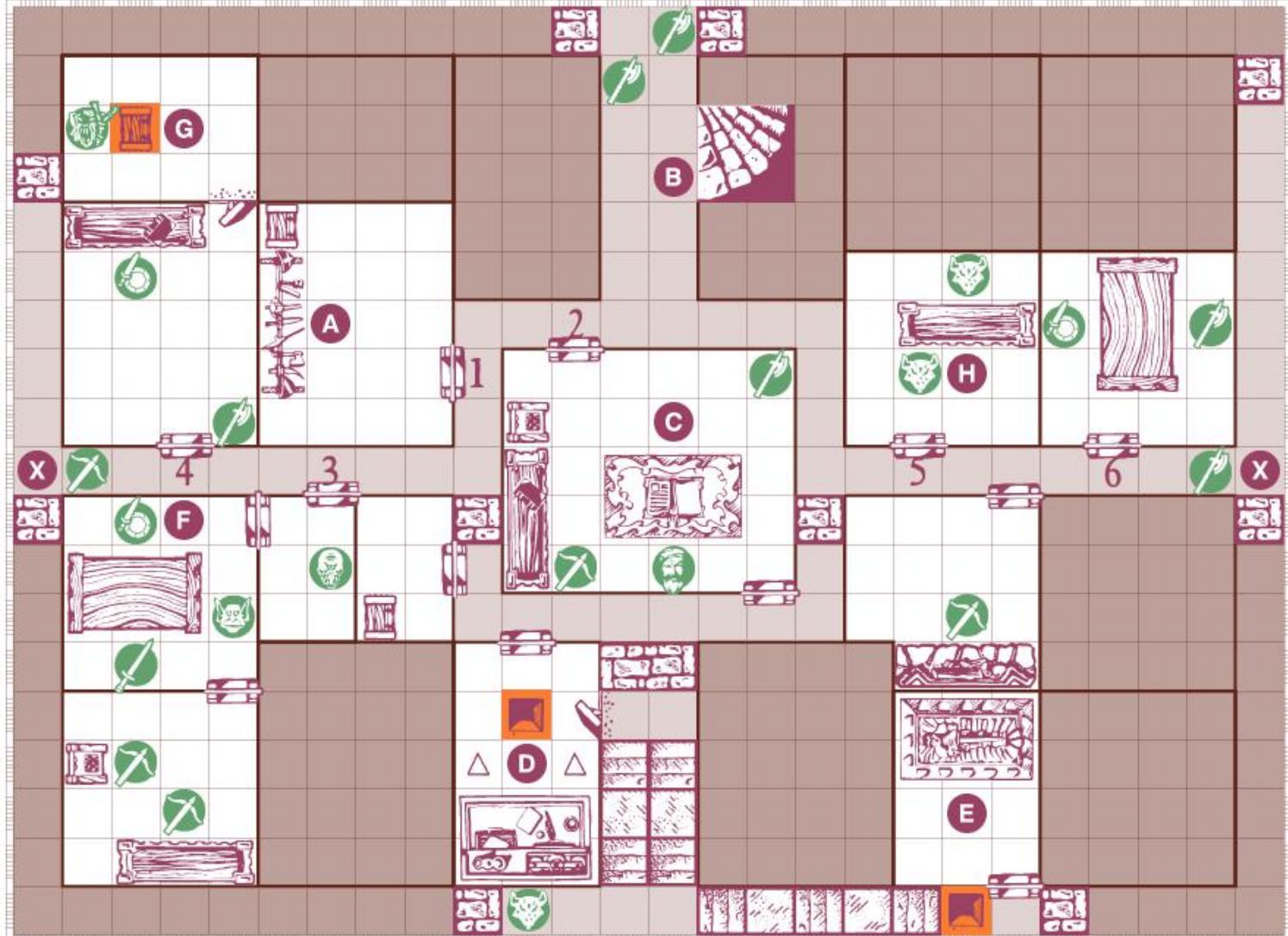
E. When revealed, this massive piece of debris moves with a single red die on Zargon's turn, slowly making its way to the upper-left corner of the map. Any victim it bowls into must roll 4 combat dice and lose 1 body point for every skull.

F. Sewer-dwelling monsters are looting these rooms. The first hero to search for treasure finds 45 gold, a short sword, and a shield on a dead constable lying against the cupboard. He also finds the belongings of any heroes who began in Area A.

G. The stairway leads back to the surface world. Heroes leave the dungeon by moving onto the stairway.

The heroes are victorious when they escape the sewers via the stairway.

Wandering Monster: Skaven Clanrat



Q U E S T 5

Cast Off

Brother Samuel's ship sits in Cirijs Port, awaiting the man who carries its charter. If you don't have such a charter, you will need to charter another vessel for your voyage to the Khalif's city...and that costs more gold than you make in a year.

You have only minutes to scrounge up the funds before Hassan's thugs overrun the pier: now only the sea can save you from the hangman's noose.

NOTES:

The heroes begin the quest on either space marked "X".

If Zargon has no hostile minions on the board, he rolls 2 red dice: for each 5 rolled, he places a scout adjacent to either space marked "X," and for each 6 he places a crossbowman *and* a scout. Inform the heroes that these spaces extend further into the city, and Hassan's men can be seen searching for them door to door, closing in on the port.

The numbered doors bear signs on the outside, which the heroes may read if the door is in their line of sight:

- 1: "Ahmad's Armory and Other Goods"
- 2: "Harbormaster"
- 3: "The Cloak & Dagger"
- 4: "Rare Books"

Wandering Monster: 2 Scouts

5: "Storehouse"

6: "Omar's Kitchen"

A. If there are no enemies in sight, any hero in this room may use his action to shop for equipment just like he does between Quests, and may also sell any piece of equipment he has for half its market value. The shopkeeper refuses to buy any weapons used by the sewer folk, however.

B. This hall represents the pier: the dark regions of the top half of the board represent open ocean, not solid wall.

The stairway leads to the heroes' chartered ship. Because they have yet to charter the ship, the

stairway is not placed on the board. When the stairway is finally placed, the heroes may leave the map by moving onto it.

C. The Harbormaster will give the heroes a Ship Charter when paid 250 gold: the stairway is then placed on the board. If they already have the Ship Charter, they must pay a fee of only 100 gold to board the ship.

The guards in this room do not attack the heroes unless provoked, either by the heroes attacking them or opening the door to the south. Each hero who provokes the Harbormaster is "blacklisted" and will be attacked on sight: he refuses to charter a ship to blacklisted heroes, so when all heroes are blacklisted, the Quest ends in failure.

The only way the heroes can explore the back rooms of the Harbormaster's house (Areas D and E) is by casting Pass Through Rock, or casting Veil of Mist before moving through the door.

D. The first hero to search for treasure finds 135 gold and a Jug of Ale on the desk. Drinking the Ale has the combined effects of a Potion of Healing *and* a Heroic Brew.

The hero who searches for secret doors discovers that the desk is a giant lever! When the desk is pulled 1 space north, the secret door is revealed and opened. The secret door can be found with a search, but cannot be opened manually.

E. The first hero to search for treasure in the Harbormaster's quarters finds a small wooden box under the bed. Inside is 100 gold coins and a Cloak & Dagger Sigil.

F. The soldiers in this area are hired thugs who do not attack the heroes unless provoked, in which case the alarm goes off. When the alarm is triggered, all doors in the Cloak & Dagger automatically open and all enemies within attack the heroes like normal.

When revealed, the halberdier guarding the entrance gives the heroes a stony look and says, "Members only." He will allow any hero holding a Cloak & Dagger Sigil to pass through the door; anyone without a Sigil who steps through the door triggers the alarm.

The men at the table are playing a dice game: any hero with a Sigil may spend his action to bet on the dice (see dice game rules in the Town Center

booklet). If the heroes win 3 times in a row, the thugs refuse to pay out and the alarm sounds. **Each of the Cloak & Dagger inhabitants carries 35 gold on his person**, claimed by whomever slays them.

The first hero to search for treasure (once Area F is cleared of foes) finds a Potion of Healing on the table. He also finds a set of Hydra Dice, which he may take if he feels like playing again later. They are worth 5 gold.

G. The chest is boobytrapped: when triggered, the trap hits everyone in the room with the Fear spell. The first hero to search for treasure finds 60 gold and a Cloak & Dagger Sigil.

H. The first hero to search for treasure finds a Potion of Healing amidst the dozens of cluttered crates and shelves lining the storehouse, and also a random item depending on his class:

Barbarian = Antique Broadsword. The sword looks like it will break after one successful hit (and indeed it does), but it is worth 250 gold on the market.

Elf/Dwarf = Ivory Statue, worth 300 gold on the market.

Wizard = Red Tapestry, worth 350 gold on the market.

The heroes are victorious when they reach the stairway and board their ship.

Wandering Monster: 2 Scouts

Conclusion

If the heroes fail:

As you lay on the cold dungeon floor, you think of the Khalif, and of his sick daughter to the far west who longed to see him again. Without news of her illness, he may lose his little girl before ever mending the wounds between them. You curse your ill luck under your dying breath...

If the heroes escape:

The Khalif laughs heartily. "I thank you for the news of my daughter's illness. I'll make arrangements to see her at once, and I humbly insist that you accompany me. No one will dare raid me, not with Hassan's bane riding alongside me. Besides, my daughter will find tales of your exploits most entertaining. Ha ha ha ha!"

The heroes each receive 200 gold, plus an additional 200 apiece if Hassan was slain.

A Questbook for Heroquest

by

Mike MacDee

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